

SNSP-8R-UKV

# THE SMURFS

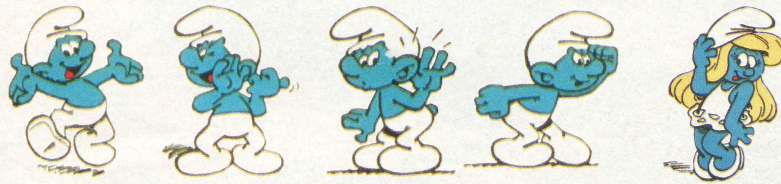


**SUPER NINTENDO**<sup>TM</sup>  
ENTERTAINMENT SYSTEM  
**PAL VERSION**

INSTRUCTION  
BOOKLET



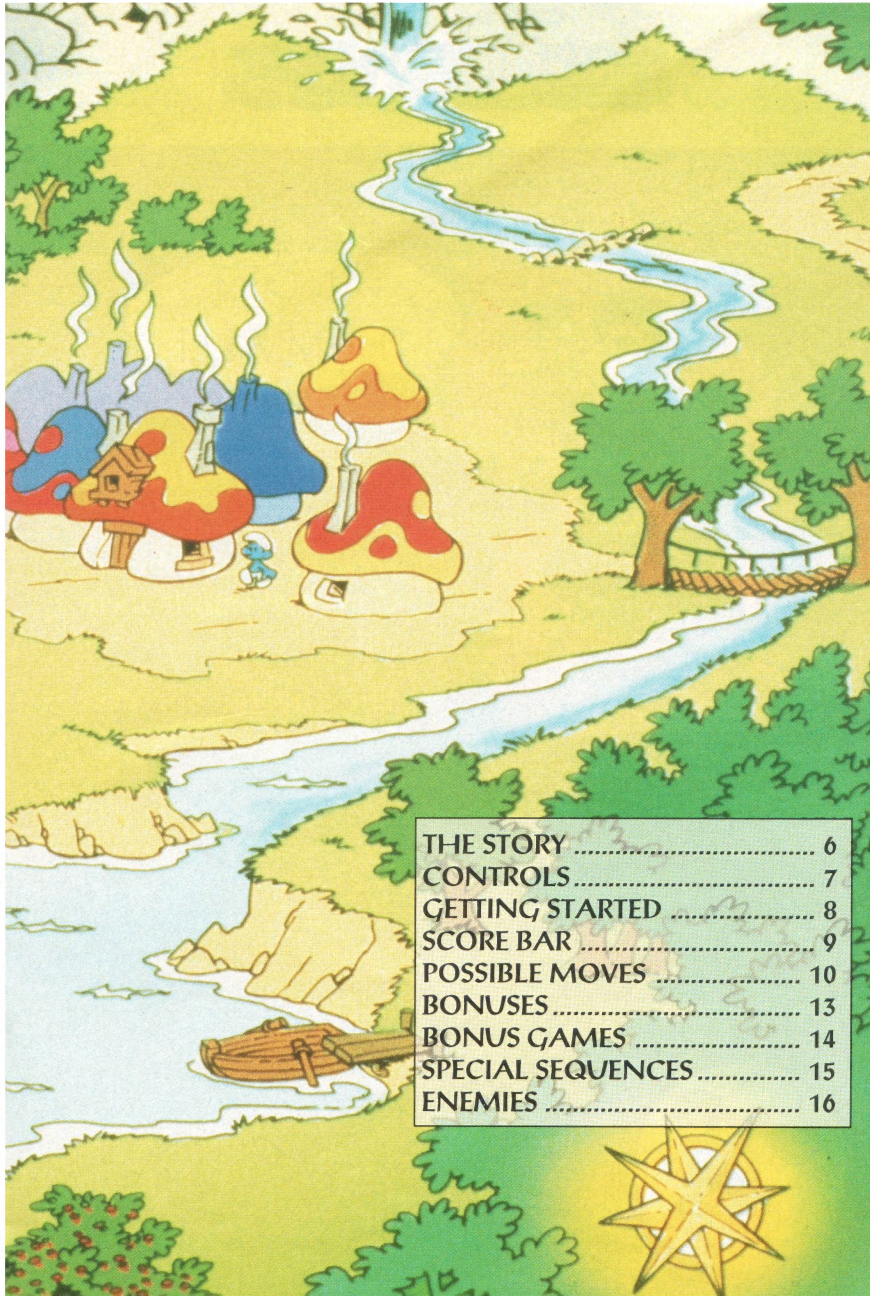
# THE SMURFS







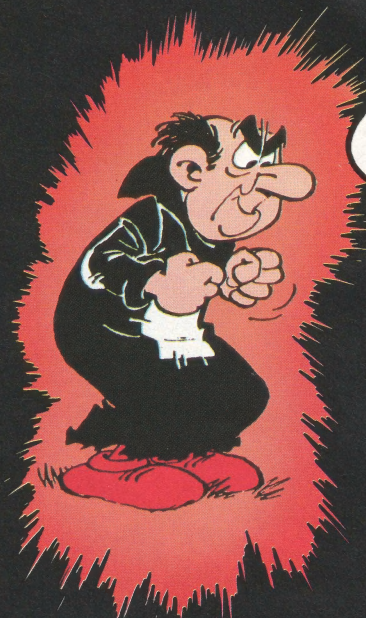




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# THE SMURFS



I'LL GET  
THEM ALL!

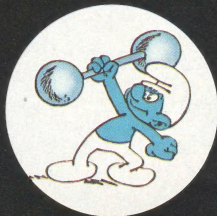
## THE STORY

Free the Smurfs before  
Gargamel smurfs them  
all!

The nasty sorcerer  
Gargamel has smurfed  
yet again!

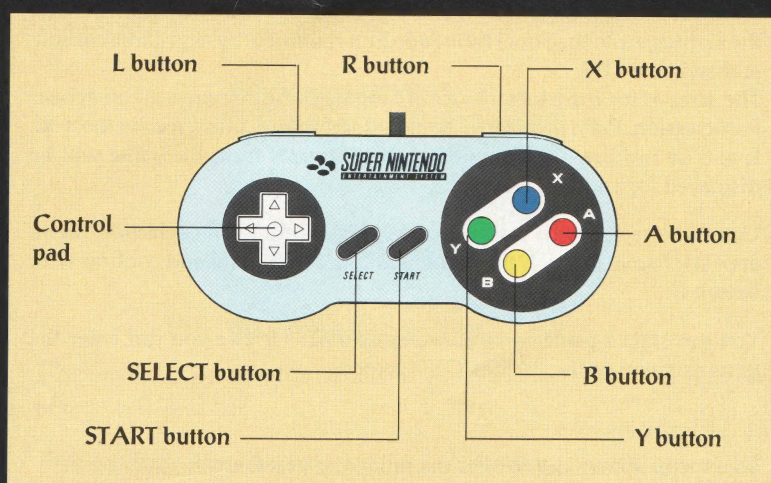
He has just perfected a terrible plot  
to kidnap all the Smurfs. Four of them have already  
disappeared: Jokey Smurf, Brainy Smurf, Greedy Smurf  
and... Smurfette.

So Hefty Smurf is about to set off to search the entire  
Smurf country to try and find them. It will  
be a dangerous and risky mission, and  
he'll have to be on his smurf to succeed.



# THE SMURFS

## CONTROLS



- Control pad: ..... To move the Smurf  
 To move the cursor through the menus  
 To pick up and put down an object  
 To bend down
- B button: ..... To jump  
 To confirm options  
 To climb
- A button: ..... To throw an object
- Y button: ..... To run, jump higher
- START button: ..... To start the game  
 To pause the game  
 To confirm options
- SELECT button: ..... To move the cursor through the menu





# THE SMURFS

## ENTER THE SMURF WORLD

To travel through the Smurf world and challenge nasty Gargamel, insert the cartridge into the Super Nintendo Entertainment System game console and switch it ON.

The screens for copyright, choice of language and selection menu appear in succession. Press the START button to smurf from one screen to the next. If you do not press any of the buttons, excerpts from the game will be displayed for you to watch.

Once you're ready to start a game, press START. The selection menu appears. Move through the menu with the control pad and confirm with button B.

You can start a game by confirming GAME. Or else you can enter the options menu or the PASSWORD screen.

### 1 - Options

This menu allows you to alter the following parameters:

- Level of difficulty: Easy, Medium, Hard. This allows the heftiest of smurfs to take on even smurfier risks.
- Music: You can either listen to the music or switch it off - ON / OFF
- Mode: Depending on the features of your TV set (mono or stereo), the music can either be in mono or in stereo.
- Tests: You can listen to a sample of each of the music scores for the game.
- To exit this options menu, confirm END.

### 2 - Password

- Press left or right on the control pad to shift the cursor to the position of your choice.

- Press up or down on the control pad to select one of the Smurfs.
- Press START to confirm your choice.

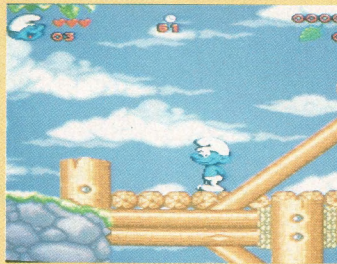
You can have three attempts to enter a password.



# THE SMURFS

## SCORE BAR

The score bar is located at the top of the screen. It smurfs you a certain amount of information:



**The Smurf:** The number next to the Smurf's head tells you the number of lives you have left.

**The hearts:** A maximum of four hearts can be displayed on the screen. Each heart represents a life point. Each time you are hit by an enemy you lose a life point. You can however acquire life points by collecting raspberries.

**Time:** As soon as you start walking through a level, the count-down begins. Any time left at the end of the level is added to your score.

**Score:** Your score depends on the number of Bonuses you have collected, the number of enemies you have smurfed and the time spent on each level.

**The leaf:** In the course of your journey, you may collect sarsaparilla leaves. Once you have collected 25 of them, you gain an extra life.

**Pause function:** If you wish to interrupt the game briefly, press the START button. Smurf that same button a second time to resume the game.





# THE SMURFS

## POSSIBLE MOVES

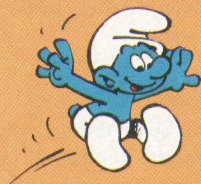


### WALKING

To make a Smurf walk, use the right or left arrow of the control pad.

### SPRINTING

To make the Smurf run, press the Y button once the Smurf is walking.



### JUMPING

To make the Smurf jump, press button B. Use the control pad to direct the jump.

To smurf even higher, press button B and button Y simultaneously.

### BENDING DOWN

To bend down, press the bottom on the control pad.

### STUNNING AN ENEMY

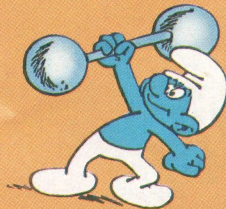
In the course of this adventure, you will encounter all kinds of enemies. The only way to smurf them is to jump on their heads!





# THE SMURFS

Each of the Smurfs has his own particular qualities which will be essential to avoid the many traps set by Gargamel.

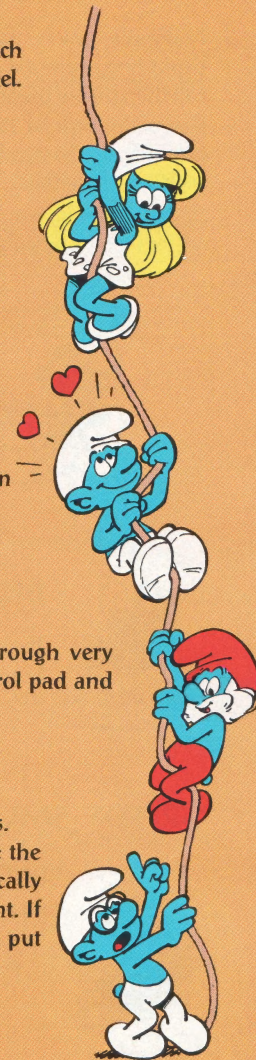


HEFTY SMURF

He can **CLIMB** up vines in the swamp.  
To do so, catch the vine by jumping and keep on jumping to climb up the vine.  
But be careful: the vines are often slippery!

He can **CRAWL** so that he can wind his way through very narrow spots. To do so, use the bottom of the control pad and move it to the left or right.

He can **PICK UP**, **MOVE** and **PUT DOWN** objects.  
Position yourself in front of an object, for example the trampoline, then bend down. The object is automatically picked up. You can then move it anywhere you want. If you bend down a second time, the object will be put down.

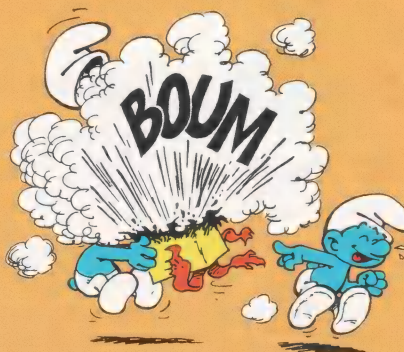




# THE SMURFS

## JOKEY SMURF

Naturally, Jokey never goes anywhere without his exploding presents! And it's a good job too, because he can then throw them at any time (button A) or put them down (bottom of the control pad). Once it's on the ground, the present will explode, allowing Jokey to cross areas that seemed unpassable.



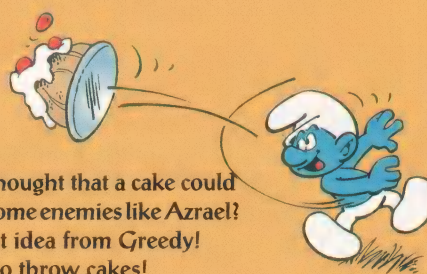
## BRAINY SMURF

Brainy will throw some light on how to deal with certain levels...

## GREEDY SMURF



Who would have thought that a cake could be useful to overcome enemies like Azrael? Another brilliant idea from Greedy! Press button A to throw cakes!



# THE SMURFS

## BONUSES

Throughout your journey you will be able to smurf bonuses to increase your score and obtain extra lives.



### Mushrooms

Some bonuses are visible, others are hidden inside mushrooms. To uncover them, you must jump on the mushrooms.



### Raspberries

Collect a raspberry and gain one life point.



### Sarsaparilla Leaf

Collect 25 sarsaparilla leaves and get one extra life.



### Smurf Doll

Don't forget the Smurf Doll! It gives you one extra life.



### Stars

As the game progresses you can collect stars. As soon as you have 25 of them, you access a Bonus Game.

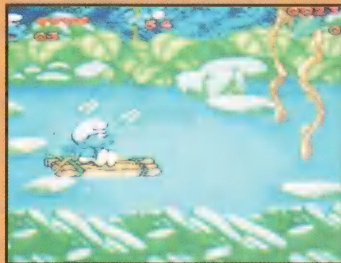




# THE SMURFS

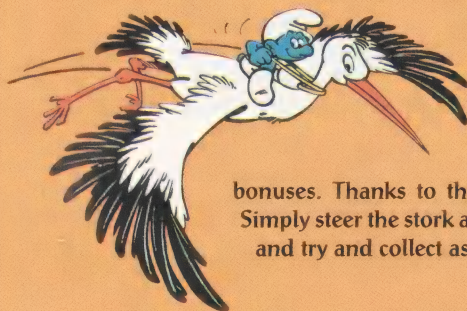
## BONUS GAMES

As soon as you have collected 25 stars, you can access one of the following two bonus levels:



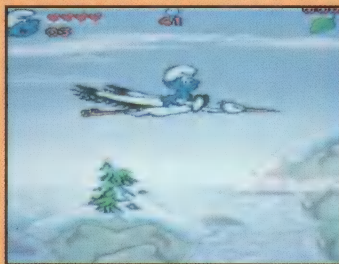
### The journey by raft

There are bonuses scattered all along the river; you can collect them by moving your raft. To move the raft, use the control pad.



### The journey by stork

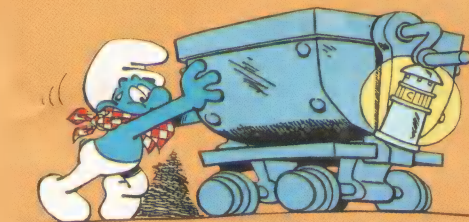
The sky and the mountain tops are smurfed full of bonuses. Thanks to the stork you can collect them. Simply steer the stork accurately using the control pad and try and collect as many as possible.



# THE SMURFS

## SPECIAL SEQUENCES

### THE WAGGON



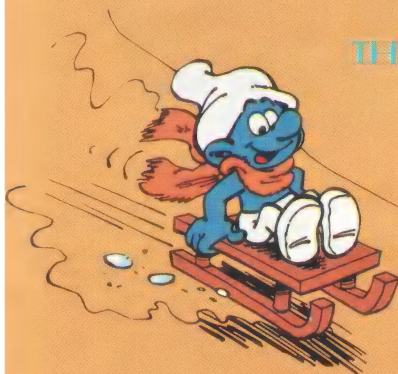
After crossing the caves, you will reach the old gold mine.

To get through it, you will have to steer a waggon: You can use the control pad to brake. However, to change direction, you must operate the switch-points.

To do so, press button Y when you travel past a switch.

The mine is a real maze so use all your powers of observation and reflexes to smurf the exit!

### THE SLED



To get down the mountainside quickly, you must use the sled. Steer it by using the control pad. With your dare-devil approach, you will certainly be able to jump right over the obstacles by pressing button B.



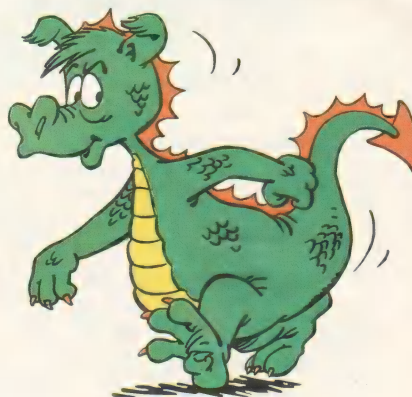


# THE SMURFS

## ENEMIES



Howlibird



Dragon



Gargamel

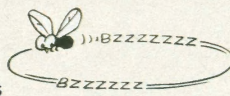


- Azrael

# THE SMURFS

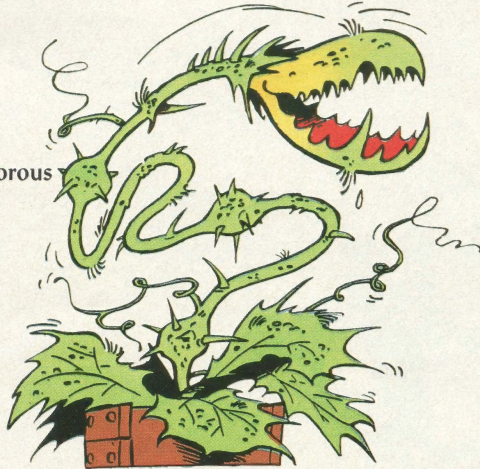


BUZZ flies



Mosquito

Carnivorous  
plant

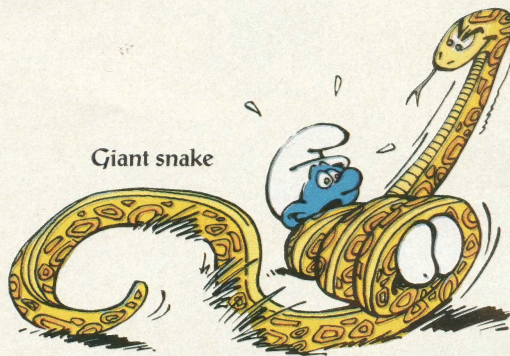


Caterpillar



Angry Smurf

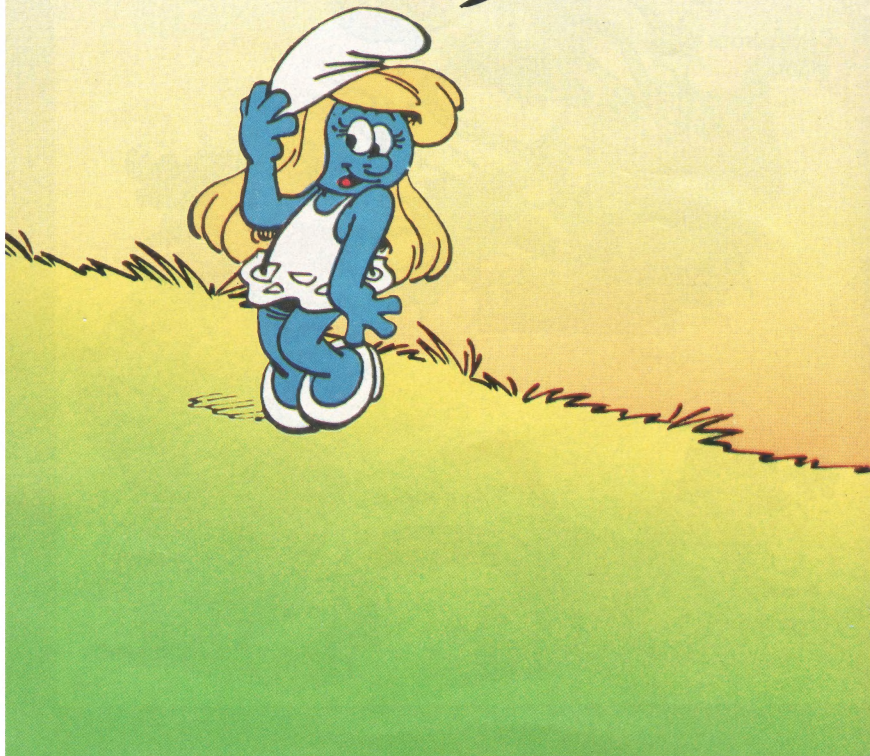
Giant snake





# THE SMURFS

And remember:  
All the Smurfs are relying on you  
to find the missing Smurfs and smurf  
Gargamel a good lesson once and  
for all! Good smurf!



# THE SMURFS

## CREDITS

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